 <p>INFORMATION DISCLOSURE CITATION (Use several sheets if necessary)</p>	Docket Number (Optional) YO999-507		Application Number 09/471,689
	Applicant(s) Bringsjord, et al.		
	Filing Date December 23, 1999	Group Art Unit 2121	



U.S. PATENT DOCUMENTS

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FOREIGN PATENT DOCUMENTS

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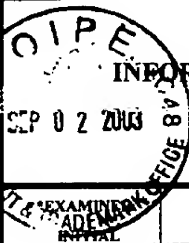
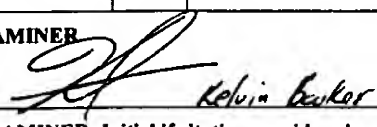
OTHER DOCUMENTS (Including Author, Title, Date, Pertinent Pages, Etc.)

	<p>Selmer Bringsjord and David Ferrucci, "Artificial Intelligence and Literary Creativity: Inside the Mind of BRUTUS, a Storytelling Machine", August 30, 1999</p>
	<p>Selmer Bringsjord, "Cinewrite: An Algorithm-Sketch for Writing Novels Cinematically, and Two Mysteries Therein", <u>Instructional Science</u>, 21:155-168, 1992</p>

EXAMINER  Kelvin Baker

DATE CONSIDERED
2/6/04

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OTHER DOCUMENTS (Including Author, Title, Date, Pertinent Pages, Etc.)					
26		Selmer Bringsjord, Paul Bello, and David Ferrucci, "Creativity, the Turing Test, and the (Better) Lovelace Test", <u>Minds and Machines</u> , 11:3-27, May 8, 2000			
26		Selmer Bringsjord, "Is It Possible to Build Dramatically Compelling Interactive Digital Entertainment (in the form, e.g., of computer games)?", <u>Game Studies</u> , February 16, 2001			
26		Selmer Bringsjord, "What Robots Can and Can't Be", Dordrecht, the Netherlands: Kluwer, 1992, pp.163-183			
26		Fred Charles, Steven J. Mead, and Marc Cavazza, "Character-Driven Story Generation in Interactive Storytelling", University of Teesside, Middlesbrough			
26		Peter Clark, "Story Generation and Aviation Incident Representation: Working Note 14", The Boeing Company, January 26, 1999			
26		Lyn Pemberton, "A Modular Approach to Story Generation", School of Cognitive and Computing Sciences			
26		Margaret A. Boden, "Could a Robot Be Creative – And Would We Know?", in Ford, K.M., Glymour, C., and Hayes, P.J., eds., <u>Android Epistemology</u> , Cambridge, MA: MIT Press, pp. 51-72, 1995 (Abstract)			
26		George Johnson, "Undiscovered Bach? No, a Computer Wrote It", <u>The New York Times</u> , November 11, 1997, pp. F1-2			
26		Ray C. Dougherty, "Natural Language Computing: An English Generative Grammar in Prolog", Mahwah, N.J.: Lawrence Erlbaum Associates, 1994 (Abstract)			
26		Paul Bailey, "Searching for Storiness: Story-Generation from a Reader's Perspective", The University of Edinburgh, Division of Informatics			
26		J. Yellowlees Douglas and Andrew Hargadon, "The Pleasures of Immersion and Engagement: Schemas, Scripts and the Fifth Business", <u>Digital Creativity</u> , 2001, Vol 12, No. 3, pp.153-166			
26		Andrew Gartland-Jones, "Can a Genetic Algorithm Think Like a Composer?", 5th International Conference on Generative Art, December 11-13, 2002, Politecnico di Milano University, Milan, Italy			
EXAMINER  Kelvin Becker		DATE CONSIDERED 2/6/04 <div style="text-align: right;"> RECEIVED SEP 05 2003 Technology Center 2100 </div>			
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